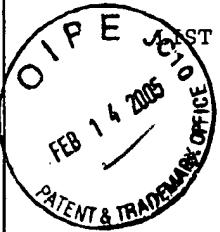


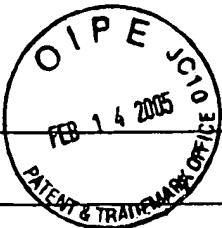
FORM PTO-1449	Atty. Docket No.: M61.12-0396	Appl. No.: 10/099,673
 <p>SEARCH OF PATENTS AND PUBLICATIONS FOR APPLICANT'S INFORMATION DISCLOSURE STATEMENT</p>	First Named Inventor:	
	GUO et al.	
	Filing Date	Group Art:
	March 14, 2002	2671

## OTHER ART (Including Author, Title, Date, Pertinent Pages, Etc.)

PN	AA	Beymer, D. and Poggio, T. Image representation for visual learning. <i>Science</i> , 272(28):1905-1909, June 1996.
	AB	Bichsel, M. Automatic interpolation and recognition of face by morphing. In Proc. 2nd Intl. Conf. on Automatic Face and Gesture Recognition. Los Alamitos, CA, 128-135, 1996. ✓
	AC	Black, M.J. and Yacoob, Y. Tracking and recognizing rigid and non-rigid facial motion using local parametric models of image motion. In Proc. IEEE Intl. Conf. Computer Vision, Cambridge, MA, 374-381, 1995. ✓
	AD	Breglar, C., Covell, M. and Slaney, M. Video rewrite: Driving visual speech with audio. In Proc. SIGGRAPH'97, 353-360, July 1997. ✓
	AE	Cassell, J. More than just another pretty face: Embodied conversational interface agents. <i>Communications of the ACM</i> 43(4): 70-78, 2000. ✓
	AF	Chu-Carroll, J. Form-based reasoning for mixed-initiative dialogue management in information-query systems. In Proc. Eurospeech'99, 1519-1522, 1999.
	AG	Cossatto, E. and Graf, H. P. Photo-realistic talking-heads from image samples. <i>IEEE Trans. on Multimedia</i> , 2(3), September 2000. ✓
	AH	Dahlbäck, N. Towards a dialogue taxonomy. In Proceedings of ECAI'96 Workshop Dialogue Processing in Spoken Language Systems, 28-34, 1996.
	AI	Escher, M. and Magnenat-Thalmann, N. Automatic 3D cloning and real-time animation of a human face. In Proc. Computer Animation, 58-66, 1997.
	AJ	Ferguson, G. and Allen, J. TRIPS: An Integrated Intelligent Problem-Solving Assistant. In Proceedings of the Fifteenth National Conference on Artificial Intelligence (AAAI-98), Madison, WI, 567-573, July 1998.
	AK	Ferguson, G., Allen, J., Miller, B. and Ringger, E. The design and implementation of the TRAINS-96 system: a prototype mixed-initiative planning assistant. TRAINS Technical Note 96-5, Computer Science Dept., University of Rochester, October 1996.
	AL	Flycht-Eriksson, A. A survey of knowledge sources in dialogue systems. In Proceedings of IJCAI-99 Workshop on Knowledge and Reasoning in Practical Dialogue Systems, Stockholm, 1999.
	AM	Glass, J. et al. The MIT ATIS System: December 1994 Progress Report. In Proc. ARPA Spoken Language Systems Technology Workshop, January 1995.
	AN	Guizard-Marigny, T., Adjoudani, A. and Benoit, C. A 3-D model of the lips for Realistic speech Animation. In Proc. Computer Animation '96, IEEE, 80-89, 1996 .
	AO	Lee, Y., Terzopoulos, D. and Waters, K. Realistic modeling for facial animation. In Proc. SIGGRAPH'95, 55-62, 1995.
PN	AP	Lewis, J. Automated lip-sync: Background and techniques. <i>Journal of Visualization and Computer Animation</i> , 2(4):118- 122, 1991.

EXAMINER: P. Nguyen DATE CONSIDERED: 5/22/05

EXAMINER: Initial if citation considered, whether or not citation is in conformance with MPEP 609; draw line through citation if not in conformance and not considered. Include copy of this form with next communication to applicant



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<p style="text-align: center;">LIST OF PATENTS AND PUBLICATIONS FOR APPLICANT'S INFORMATION DISCLOSURE STATEMENT</p>		First Named Inventor:	
		GUO et al.	
		Filing Date	Group Art:
March 14, 2002		2671	

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PN	AQ	Lundeberg, M. and Beskow, J. Developing a 3D-agent for the August dialogue system. In Proc. AVSP'99, Santa Cruz, USA, 1999.
	AR	Oh, A. H. and Rudnicky, A. Stochastic language generation for spoken dialogue systems. ANLP/NAACL 2000 Workshop on Conversational Systems, 27-32, May 2000.
	AS	Paek, T. and Horvitz, E. Conversation as action under uncertainty. In Proc. 16th Conf. on Uncertainty in Artificial Intelligence (UAI-2000), Stanford, CA, June 2000.
	AT	Pandzic, I., Ostermann, J. and Millen, D. User evaluation: synthetic talking faces for interactive services. The Visual Computer, 15:330-340, 1999.
	AU	Peckham, J. A new generation of spoken dialogue systems: results and lessons from the SUNDIAL project. In Proc. Eurospeech'93, 33-40, 1993.
	AV	Riccardi, G. and Gorin, A.L. Stochastic language adaptation over time and state in a natural spoken dialog system. IEEE Trans. on Speech and Audio, 8:3-10, January 2000.
	AW	Rudnicky, A., Thayer, E., Constantinides, P., Tchou, C., Shern, R., Lenzo, K., Xu W., and Oh, A. Creating natural dialogs in the Carnegie Mellon Communicator system. In Proc. Eurospeech'99, 1531-1534, 1999.
	AX	Rudnicky, A. and Xu, W. An agenda-based dialog management architecture for spoken language systems. IEEE Automatic Speech Recognition and Understanding Workshop, 1999.
	AY	Schodl, A. and Szeliski, R. Video textures. In Proc. SIGGRAPH'99, 1999.
	AZ	Wang, Y. A robust parser for spoken language understanding. In Proc. Eurospeech'99, 1999.
	BA	Ward, W. and Pellom, B. The CU Communicator system. IEEE Workshop on Automatic Speech Recognition and Understanding, Keystone, CO, Dec 1999.
	BB	Zue, V. et al. JUPITER: A telephone-based conversational interface for weather information. IEEE Transactions on Speech and Audio Processing, 8(1), January 2000.
	BC	N. Badler and S. Platt. Animating facial expressions. In Computer Graphics, pages 245-252. Siggraph, August 1981.
	BD	T.Beier and S.Neely . Feature-based image metamorphosis. In Computer Graphics, pages 35-42. Siggraph, July 1992.
PN	BE	M. Brand. Voice puppetry. In Computer Graphics, Annual Conference Series, pages 22-28. Siggraph, August 1999.

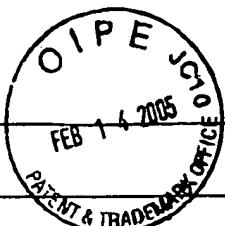
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		GUO et al.	
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PN	BF	B. Choe and H. seok Ko. Analysis and synthesis of facial expression with hand-generated muscle actuation basis. In Proceedings of Computer Animation, 2001.
	BG	T.Ezzat, G.Geiger, and T. Poggio. Trainable video realistic speech animation. In Computer Graphics, Annual Conference Series, pages 388-398.Siggraph, August 2002.
	BH	B. Guenter, C. Grimm, D. Wood, H. Malvar, and F. Pighin. Making faces. In Computer Graphics, Annual Conference Series, pages 55-66. Siggraph, July 1998.
	BI	Y. Lee, D. Terzopoulos, and K. Waters. Realistic modeling for facial animation. In Computer Graphics, pages 55-62.Siggraph, August 1995.
	BJ	S.Z. Li and L. Gu. Real-time multi-view face detection, tracking, pose estimation, alignment, and recognition. In IEEE Conf. on Computer, Vision and Pattern Recognition Demo Summary, 2001.
	BK	P. Litwinowicz and L. Williams. Animating images with drawings In Computer Graphics, pages 235-242. Siggraph, August 1990.
	BL	Z. Liu, Y. Shan, and Z. Zhang. Expressive expression mapping with ratio images. In Computer Graphics, Annual Conference Series, pages 271-276.Siggraph, August 2001.
	BM	N. Magnenat-Thalmann, N.E. Primeau, and D. Thalmann. Abstract muscle actions procedures for human face animation. Visual Computer, 3(5):290- 297, 1988.
	BN	K. Perlin and A. Goldberg. Improv: A system for scripting interactive actors in virtual worlds. In Computer Graphics, Annual Conference Series, pages 205-216.Siggraph, August 1996.
	BO	F. Pighin, J. Hecker, D. Lischinski, R. Szeliski, and D.H. Salesin. Synthesizing realistic facial expressions from photographs. In Computer Graphics, Annual Conference Series, pages 75-84.Siggraph, July 1998.
	BP	F. Pighin, R. Szeliski, and D.H. Salesin. Resynthesizing facial animation through 3d model-based tracking. In International Conference on Computer Vision (ICCV'99), 1999.
	BQ	S.M. Seize and C.R. Dyer. View morphing. In Computer Graphics, pages 21-30.Siggraph, August 1996.
	BR	D. Terzopoulos and K. Waters. Physically-based facial modeling and animation. Journal of Visualization and Computer Animation, 1(4):73-80, March 1990.
	BS	S. Toelg and T. Poggio. Towards an example based image compression architecture for videoconferencing. In MIT Technical Report No. 1494, 1994.
	BT	K. Waters. A muscle model for animating three dimensional facial expression. Computer Graphics, 22(4):17-24, 1987.
	BU	Williams, Performance-Driven Facial Animation, Computer Graphics, Vol. 24, No. 4, pp. 235-242, August 1990.
PN	BV	Noh et al., Expression Cloning, ACM SIGGRAPH 2001 Conference Proceedings, 12-17 August. 2001

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